

WARNING: TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

EPILEPSY WARNING

Please Read Before Using This Game Or Allowing Your Children To Use It.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

BASIC COMMAND SUMMARY

See the separate Key Command Card

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INTRODUCTION

In *Shogun - Total War™* you are plunged, headlong, into the world of the 16th century Japanese warlord. The game is set during the Sengoku Jidai period. The literal translation is 'The Age of the Country at War' and, as you will learn, it certainly earned that name.

You take the place of one of seven warlords, or 'Daimyo' and must manoeuvre, bargain, manage and battle your way to take your predestined place as Shogun, 'the commander-in-chief for the suppression of barbarians'. However, your path to divine glory will not be a smooth one. With 6 cunning rivals, all tutored in the noble arts of the Samurai and the strategies and techniques of Sun Tzu's 'The Art of War', you would be well advised to use all your wits and wiles if you are to reign triumphant.

- If you feel ignorant or hungry for knowledge, you would do well to consult the 'Way of the Daimyo' manual. It will give you an invaluable overview of this fascinating and brutal period of history.

To access the manual: Click **Start** on the Windows Taskbar, then select **Programs >Total War>Shogun - Total War>The Way of the Daimyo**.

Note: Internet Explorer 4 or higher must be installed to view 'The Way of the Daimyo' manual.

CAMPAIGN MODE

The Main Game or Campaign mode is divided into two main game sections.

Turn-based Strategy

In addition to taking the role of commander-in-chief of your armies, you must also manage the wealth of your lands, construct defences and dojos, train your men and balance alliances with rival Daimyo while you wait for the right time to strike. Use Ninja, Shinobi and other strategic units to gain every advantage you can and so take control of Japan region by region.

- See *The Strategy Map Screen* section on p.19, for instruction on this component of the game.

Real time epic battles

When two armies clash on the Strategy map, you will experience war, as it occurred in the 16th century. It is bloody, but it is also glorious, with a strict code of honour that must be adhered to if you are to overcome your enemies.

As your men gain experience, their honour increases, and this reaps great rewards for you as Daimyo. Their desire to follow your orders and their willingness to fight and die at your command will make the difference between creating a powerful clan of long-standing strength and a quickly forgotten and disparate group of lawless and leaderless ronin. With an intuitive yet richly diverse interface you can command thousands of soldiers in one battle! Warfare has never been experienced on a grander or more epic scale.

- For instruction on real-time battles, see *Battle Mode* on p.33.
- To play a single, user definable, battle, see the *Custom Battle* section on p.53

OTHER GAME TYPES

In addition to the fully interactive Full Campaign mode described above, there are a multitude of other gameplay options to suit everyone from the casual gamer to the die-hard 'Net Warrior.

HISTORICAL BATTLE MODE – Recreate some of Feudal Japan's greatest battles. The simulations have been constructed using the expertise of some of the period's leading historical authorities. See the *Historical Battles* section on p.51 for details of the battles.

MULTIPLAYER MODE– Take on all comers over EA.NET, get involved in a world ranking tournament, create private chat rooms to chat and fight with your friends around the world. Or simply set up a LAN game in the office or at home. See the *Multiplayer* section on p.73 for further details.

CUSTOM BATTLE - Engage in a fully-customisable single battle.

THE WORLD OF SHOGUN - TOTAL WAR™ WILL LIVE ON

- Online events planned.
- More Historical battles to download.
- Patches and updates ensure that the game evolves with you, the player.

For more info on this and more and the latest updates on Shogun, visit **www.totalwar.com**

- For more info about other titles, check out **EA Play** on the web at **<http://www.ea.com>**.

INSTALLING THE GAME

See the enclosed Reference Card.

SETTING UP THE GAME

MAIN MENU



NEW GAME	Begin a new game.
LOAD GAME	Load a previously saved game. See <i>Saving and Loading</i> on p.72
MULTIPLAYER	Search for Shogun servers or create a Multiplayer game (See <i>Multiplayer</i> section on p.73)
TUTORIAL	Familiarise yourself with <i>Shogun – Total War</i> 's battle interface
OPTIONS	Adjust Audio, Video, Gameplay, Control setups and Performance (See <i>Options</i> on p.69)
QUIT	Quit <i>Shogun – Total War</i> and exit to Windows

- To proceed, **click** on the desired option.

Note: Default options are listed in **bold**.

NEW GAME MENU

Choose from three modes of play:

FULL CAMPAIGN - Select a clan and conquer the whole of Japan to become supreme ruler of Japan, the Shogun.

CUSTOM BATTLE - Engage in a fully-customisable single battle.

HISTORICAL BATTLES - Take part in some of Medieval Japan's greatest battles.

- Highlight and **click** the game mode of your choice.

Returning to the Main Menu



To return to the Main menu at any time, click the Folded over page at the bottom of a menu screen.

Note: Any changes you have made to video, game, audio and other options are retained for the game you are about to play.

FULL CAMPAIGN

Select one of seven clans and fight a campaign that may extend over 80 years or more. This mode of play combines a strategic element with a real time battle element to create a truly immersive gameplay environment. But, be mindful, it may take many generations, encompassing years of struggle and sacrifice, to conquer the whole of Japan and become Shogun!

- To begin immediately, see *Creating A Full Campaign Game* on p. 12.
- For an overview of Full Campaign, it is recommended that you refer to *The Flow of the Game* section, below.

Tip: If you want to play a quick game, refer to the *Custom Battle* section on p.53

OBJECTIVES OF THE FULL CAMPAIGN GAME

The 16th Century was a period when rival Clans of samurai led by their Daimyo (Warlords) fought for supremacy across the length of Japan. The greatest of these Daimyo aspired to become Shogun, the supreme military leader of the country.

Like them, you must build up a strong army and the associated support structures necessary to support a warring clan. Then, through negotiation with rival Daimyo, and the early European settlers, combined with wise patriarchal management of your units (both battle and strategic), you may well chart a path for your clan and take your place, at their head, as Shogun.

Winning the Game in Campaign Mode

The game ends when you and your clan have united Japan beneath the might of your Samurai armies or you die leaving no heir to take on the mantle of Daimyo.

THE FLOW OF THE GAME

Below is a short description of the various stages of each turn in the game. If you are familiar with PC gaming, this section provides a broad overview of the game flow. Other players can use it as a brief introduction before the game interfaces and battle strategies are discussed in detail, later in the *Strategy Map* and the *Battle Mode* sections of the manual (p.19 and p.33).

Prepare for War!

As a Daimyo of one of the clans you control a number of provinces at the start of the game. Each province provides a variable amount of income in the form of koku (one man's yearly rice ration). As this income is generated and gathered from your provinces, you can spend it on the training and maintenance of your armies and other special units as well as upgrading your buildings, fortifications or expanding economic production.

- Always build a castle in your most important provinces. Without the most basic fortification, you cannot train soldiers, nor hold out in a siege.
- A rival Daimyo can immediately claim a province that doesn't have any troops stationed in it.

Lead your army into battle

Once you have trained armies and given them each a general, you can command them into battle by moving the specific army piece into an enemy's province. This move of aggression will provoke one of three results:

- **The enemy army stands firm and readies itself for battle.** The two armies clash on the Strategy Map and a real-time battle is fought, if you wish. See *Battle Mode* on p.33 for details.

Note: You are given the option of letting the game automatically calculate the result. However, a human general is invariably a far wiser general than his Artificial Intelligence stand-in.

- **The enemy Daimyo decides it is prudent to withdraw.** He draws his forces back to a castle, thus forcing you into a siege situation (see *Castles and Sieges* section on p.29). If he has no castle, he may retreat to a neighbouring province (if it is part of his territory), so saving himself from an inglorious defeat.

Note: As Sun Tzu makes clear, to withdraw does not mean your enemy is beaten. Almost invariably, he will be back, and in greater numbers.

- **There is no enemy army.** If there are no enemy troops defending the province or garrisoned in the castle, you can take the province unopposed.

Note: After you have conquered a province, you will need to station troops there to cement your authority as a firm and powerful ruler (see *Population Loyalty and Revolts* section on p.30).

Toast your Victory or lick your wounds

When a battle is resolved on the battlefield, the surviving armies return to the Strategy Map and the winner of the battle controls the disputed province (though, if the defending army retreats to a castle, you must take the castle before you fully control the province).

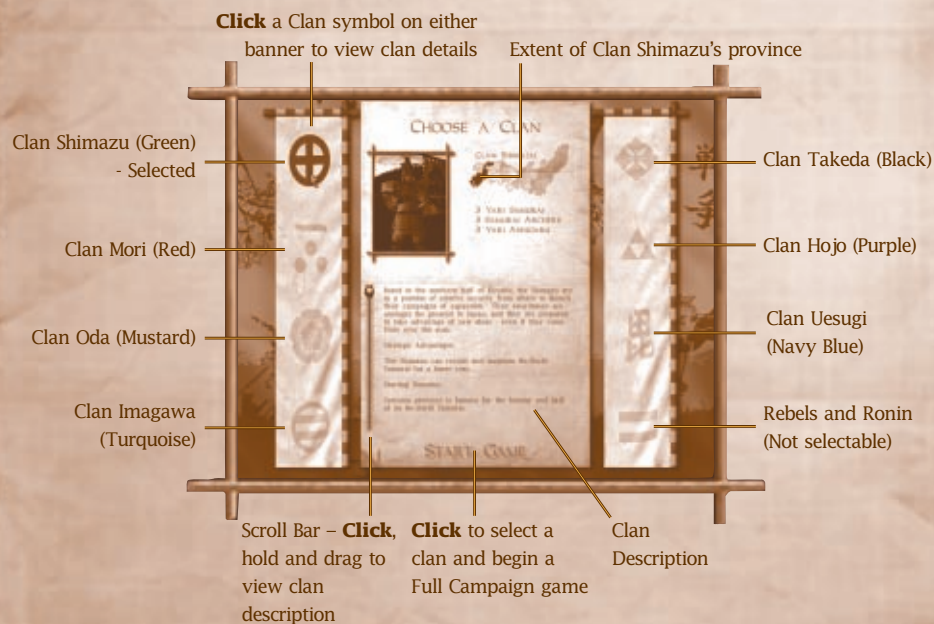
In this way, you must expand your domains to reign over all Japan. However, it would be a foolish man who did not remember that all rival Daimyo are equally ruthless, ambitious and driven by a belief in their own destiny. You can be assured that, each one, in his own way, will be trying to wrest your territories from you.

Each turn consists of the following sequence of events

1. Select Training and Building options and view information.
2. Move army and strategic unit pieces (See *The Strategy Map Screen* section pp.19 – 22).
3. **Click** 'END TURN' button (See *The Map View* on p.19).
4. View and decide events (enemy unit movements, battles, etc.). Then resolve any battles automatically or in real-time.
5. Review of the Harvest (each Winter i.e. once every four turns).

CREATING A FULL CAMPAIGN GAME

1. **Click** NEW GAME. The NEW GAME MENU appears.
2. Now, **click** FULL CAMPAIGN.
3. The Difficulty Level pop-up appears. **Click** on your favoured level of difficulty.
4. The Clan Selection screen appears.



5. Now, **click** on a Clan symbol on the banners to view the forces at your disposal, a short background description of the clan and the provinces of Japan currently in their power. When you have chosen, **click** START GAME.

6. The Strategy Map appears (See following page).

Note: Each Clan has its own history, strengths, weaknesses and strategies as well as a set number of units at the start of the game. When you play as a particular clan, you should try and take advantage of their respective strengths - so read the Clan Descriptions carefully.

FULL CAMPAIGN MODE - THE STRATEGIC MAP

Here, in front of the Strategy map, you can view the entire Japanese nation and plan your conquest at your leisure. It is central to Full Campaign mode and is where you issue orders, commission the construction of buildings, order the training of your warriors and direct your units to mobilise for battle or missions.

This is your war room and your meeting room, where you must manage your economy and organise your dealings with rival Daimyo through diplomacy, or espionage and assassination. To understand the nature of your undertaking, you must first familiarise yourself with the resources at your disposal as well as the concepts of creating a mighty clan.

- The onscreen prompts alert you to any important events that must take place in your Throne Room – see *View the Throne Room* section on p.26 for further information.

THE MEANS OF EXPANSION

KOKU

The standard unit of currency in 16th Century Japan. Literally, the amount of rice needed to feed one man for one year. It is the measure of the value of all commodities and is the single most important resource in Feudal Japan. Each province provides an income (paid each Winter) to the Daimyo controlling it. Clearly then, areas with a high koku yield are more desirable territories than those with a low koku yield.



Without an income of koku, a Daimyo is powerless to train men, construct buildings or maintain his clan forces so the need to control land and the bounty it brings forth is immediately apparent.

Important Koku factors

- Harvests vary from year to year and are gathered in each Winter. A good year can be +50% up on a normal yield, while a bad year can drop as low as -50%. Additionally, natural disasters can completely destroy a year's harvest in a province.
- Each Farmland upgrade can increase base koku yield significantly.
- Increase income through trading. To trade, you must build Ports.
- Increasing the tax rate will increase your income but be aware as it will also reduce the loyalty of your subjects.
- Building Mines can also create additional koku.
- Troops (Units) cost a certain amount of koku to maintain each year after they are trained.

Tip: In the Building Panel, you can upgrade farmland to improve potential koku yields. Additional ways of increasing koku yield are through the building of mines in mineral rich areas and the encouragement of trade.

Protect Your Koku Yields

The areas with the highest koku yield, either from agriculture, mines or trade are your greatest asset – they should be protected at all costs.

- A castle allows you to hold out in a siege. The larger the fortification, the more units you can garrison there and the longer they can hold out.

Note: If a province is disputed, neither clan derives any income until the siege has been resolved.

Other sources of Koku

Always check on a province's other natural attributes. If you can build a mine in a province, this makes it very valuable. Equally, a province with coastal access is suited to trading.

TECHNOLOGY AND PROGRESS

In all civilisations, innovation is tied inextricably to progress. So it goes in *Shogun – Total War*. You should take note that you cannot run before you can walk. In the same way, you cannot build a mighty Citadel without first constructing lesser defences.

The linear nature of your construction options is illustrated on the enclosed Technology Tree for clarity's sake. But simply, be aware that as your wealth, honour and experience increase, so the options available to you will also increase and become attainable.

- Before you can train units in a province, you must first construct a castle and the respective training facility.
- Building options vary from province to province. These options are dependent upon the province's geographical location (i.e. a Port) or upon the presence of valuable mineral deposits.

Shogun – Total War's technology tree is intuitive so you can pick it up as you play. However, since good generals leave nothing to chance, here are a few important points to consider:

Basic Tips for holding your territory

Defend your territory - Always keep a group of units in each province bordering an enemy province otherwise aggressive forces may take the territory unopposed.

Population Loyalty - Keep an eye on the loyalty of your subjects or they may revolt. To do this, **right-click** a province to bring up the province Info Parchment (See *Info Parchment* section on p.21) Less than 100% indicates that you may have problems with the population in this province.

- See *Population Loyalty and Revolts* section on p.30 for more information.

Scouting - You would be well advised to scout out enemy provinces to see which ones are most bountiful. If you are successful in your expansionary aggression not only do you benefit from the extra koku yield that province provides, but your enemy is all the weaker for the loss of income.

Spying - Any strategic unit can be used to spy in an enemy province, while watchtowers act as spies into neighbouring provinces.

Note: The longer the Shinobi stays in the province the more information he will gather.

The Cost of War - When a province falls to an enemy Daimyo, the level of the castle, and some of the building upgrades that depended on that level are downgraded by one level (or destroyed if they are at a basic level). You should always attempt to keep your most important buildings well protected and away from the heat of battle.



Regional Specialisation - Different provinces are renowned for their specialisation in training different types of units, for example Iga is famous for the skills of its Ninja. Investigating the strengths and weaknesses of a province before deciding whether to build there is always advised.

- You can get an indication of the specialisation of each province by looking at the illustrations on the Strategy Map or by checking the province's **Right-click** Info Parchment (See *Info Parchment* on p.21).

Terrain advantages

The terrain varies in each province and, as a result, imparts different advantages to the wise leader. Mountainous provinces are much easier to defend, but their farmland is not generally as bountiful. Provinces with rivers have a triple advantage; they are easier to defend, don't suffer any penalties in their income and also encourage trade. Provinces with a coastline offer the added advantages of increased trade opportunities and moving units by ship.

Tip: Ports enable you to move your armies to any other province under your control, which also has a Port. This is essential as your empire grows, enabling you to quickly move your armies to the front lines.

Strategic Units – Neglect them at your peril

Though comparatively costly, strategic units should not be overlooked as an important method for strengthening your position amongst the Daimyo hierarchy. Remember, there may be occasions where negotiation and subterfuge can guide you along a far preferable path than direct confrontation and bloody warfare.

- Any strategic unit can be used to spy and provide basic details. Simply drag them into the province you require information from.
- Emissaries – Enable you to propose alliances to other Daimyo.
- Shinobi - Spy on enemy provinces, incite revolts and counter spy.
- Ninja – Assassinate your enemies and their worthies.
- Priest – A Catholic emissary. Especially useful in dealing with Christian Daimyo.
- Legendary Geisha – The most effective assassin in the game.

To send any Strategic unit to perform a task, drag them onto an enemy unit or castle. A pop-up appears giving you various options.

Note: Strategic Units only become available once you have constructed the requisite buildings. See the enclosed Technology Tree and the *Strategic Units* section on p.57 for full details.

Manage Your Koku Wisely

Keep an eye on your income – taxes only come in once a year and it's easy to run out of money between buildings, upgrades and training units.

BUILDINGS

To become Shogun, you must build a mighty army but, without places for unseasoned young men to be tutored in the noble arts of samurai warfare, you cannot prepare for the long battles ahead. A wise Daimyo will carefully consider where he constructs his buildings and trains his forces to ensure his territories remain the property of his clan. Of course, koku reserves must be available to cover any work ordered or the buildings cannot be built.

- See the *Constructing Buildings* section on p. 25 for building instructions.
- You can review your income and your costs by looking at the Economic Info Parchment (see *The Info Parchment* section on p.21).

Note: For a full list of Building types available in Shogun - Total War, see the separate Technology Tree.

SOLDIERS (UNITS)

To create a mighty army you must first recruit and train your warriors in the arts of Bushido in your dojo (training centres). As explained in the Technology Tree, you must first possess a Castle and a specialist building. Once you've met these criteria, unit training options become available to you.

- Be mindful. Your store of koku is not endless and the neighbouring Daimyo may have a far mightier army than your own. Attack only when you are confident of victory or your reign will be brought to a swift and final conclusion!

Note: To view all unit options, see the *Unit Types* section on p.54.



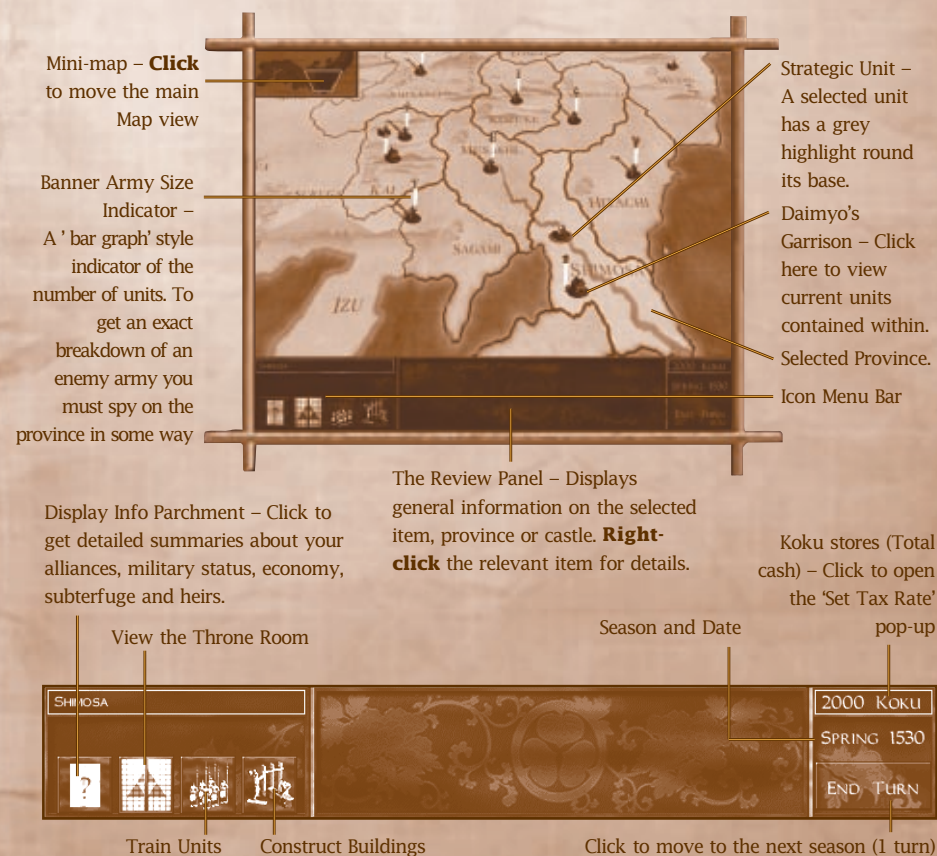
EVENTS

Events of note take place in the Daimyo's Throne Room at the end of each turn in the Map Screen. You sit before your Map, waited on by your trusty advisor and a geisha while you receive visitors from Japan and beyond. Some may come with the best of intentions whilst others may be bent upon coercion and even out-and-out aggression. You must make the choices that will mould the future of you and your peoples.

- See the *View the Throne Room* section on p.26 for more information.

THE STRATEGY MAP SCREEN

Your view of the war map of Japan.



NAVIGATING THE MAP SCREEN

Use the following key commands to navigate the Map screen.

- For a full list, consult the enclosed key command card.

GENERAL

<i>Scroll around Map</i>	Arrow keys or Mouse Scrolling
<i>New Season</i>	ENTER or click the END TURN button
<i>Skip the scenic tour</i>	SPACEBAR
<i>Return to the Map Screen from the Throne Room</i>	Click the Map
<i>Go to In Game Menu</i>	ESC

Note: The scenic tour allows you to view all troop movements taking place in provinces you can currently see. Other events of note appear in pop-up boxes or take place in your Throne Room.

BUILDING

<i>Show buildings in a province</i>	Click on a province
-------------------------------------	----------------------------

TROOPS

<i>Show units available in a Castle</i>	Click on a Castle
<i>View units under a general</i>	Click on an army piece
<i>View Info Parchment on provinces, castles, pieces, buildings or units</i>	Right-click

THE ICON MENU BAR

The Icon Menu Bar on the Map screen is the control panel for your campaigns. Make the decisions that will speed you to victory – or defeat.

Here is a brief description of the Options available to you.

DISPLAY INFO PARCHMENT – *Shogun – Total War's* in-depth info.

Click to display information on alliances, military, economy, subterfuge and heirs. Once selected, **click** one of the icons at the bottom of the parchment to view other pages.

VIEW THE THRONE ROOM – Seek words of wisdom from your advisor and meet with dignitaries – see the *View The Throne Room* section on p.26.

TRAIN UNITS – Build an army that will bring honour to your clan. See *Training Units* section on p.23.

CONSTRUCT BUILDINGS – The building blocks from which military might springs. See *Constructing Buildings* section on p.25

THE INFO PARCHMENT



In the early stages of your tenure as Daimyo, you will be hungry for knowledge of the lands of your forefathers. The **Right-click** Info Parchments provide information on unit types, buildings and provinces while the Info Parchment toggle provides details on your current alliances, military, economy, your subterfuge operation and your heirs.

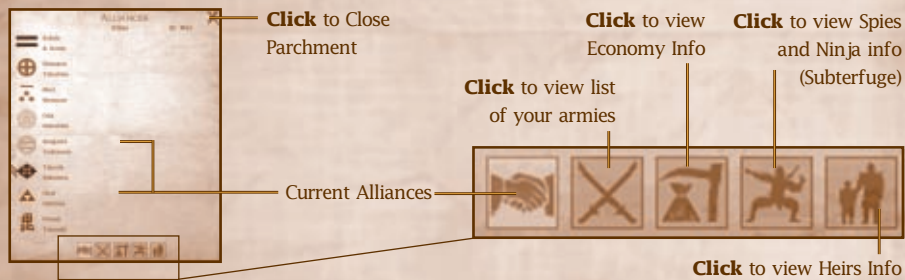
- **Right-click** and hold on any item or province on the map to view information.
- **Click** the Info Parchment toggle **ON/OFF** to view or hide all alliances, military, economy, subterfuge and heirs information.



The Alliances Parchment – Proposing Alliances

You can propose Alliances to other Daimyo by dragging an emissary piece onto another Daimyo (in the field he is identified by a Mounted Samurai piece, though he may be resting in a castle, too).

Both clans vow not to raise arms against each other or their lands and the good will between them ensures a temporary peace.



To ensure that you are aware of all current alliances, you should consult the Alliances Parchment. For Samurai, the breaking of an alliance, under most circumstances, is against all honourable virtues. If you do break an alliance, your Daimyo's honour will suffer as a result.

- **Click** the Info Parchment toggle to bring up the Alliances Parchment. There are a series of icons on the Parchment to access information on Armies, Economy, Spies, Ninja and their missions and Heirs.

Tool Tips



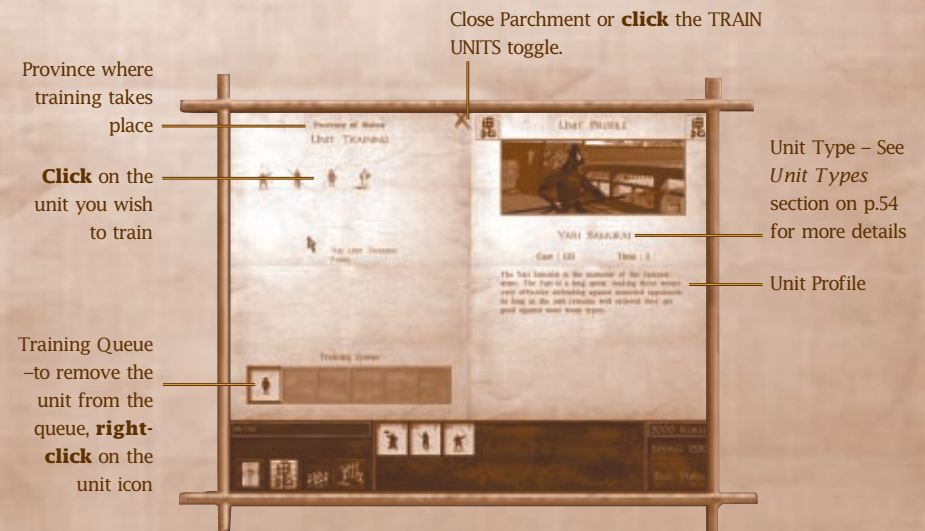
Hold the mouse over any item to get a tool tip description; if you wait longer you get more detailed information.

BUILDING YOUR CLAN

The following section deals with the foundation and expansion of your clan from humble beginnings to historical significance.

TRAINING UNITS

1. First, **click** on a province containing a castle and training facilities (buildings). Any buildings already constructed are displayed in the Review Panel.
2. Now, **click** the TRAIN UNITS toggle and your current unit training options appear in the Unit Training pop-up.



3. **Click** on the unit type you wish to train, taking note of how much each unit costs. Continue adding units to the queue (up to a maximum of six units).

4. To close the pop-up, **click** the TRAIN UNITS toggle or the close parchment (X) button.

5. Once trained, the units remain in the garrison awaiting your command.

- To break up a large army into two or more smaller armies, select an army then **click** and drag one or more of the units onto the map.
- To merge armies or move units between garrisons and armies, see *Organising and Directing Units* on p.26

Note: When your Daimyo is a general of an army the army's piece (icon) is a mounted horseman. This is equally useful when you engage with enemy armies, since you can see, at a glance, whether a rival Daimyo is leading the opposing army.

Job Queuing

If you are particularly wealthy, you may wish to queue certain jobs. Both building and training jobs can be queued in the Queue bar in the Building Production and Unit Training pop-ups.

Note: If you queue up a building or training command and run out of money before the building or training has commenced then the order will stay in the queue until you have enough koku to complete it. The entire cost of a building (or of training a unit) is deducted in the first season when building or training commences.

Cancelling an order

You can cancel any building or training order at any time during a turn. However, if you **click** the END TURN icon, you cannot then cancel an order that has already been started in the previous turn.

1. **Click** on TRAIN UNITS or CONSTRUCT BUILDINGS toggle.
2. Now, **right-click** on the unit icon you wish to cancel in the respective job queue. The icon disappears from the job queue and the order is cancelled.

Note: Like units, the cost of building a structure is deducted from your reserves when you **click** the END TURN icon.

CONSTRUCTING BUILDINGS



Building Structures

1. **Click** on the province where you want to construct a building.
2. **Click** on the 'CONSTRUCT BUILDINGS' toggle. The Building Production pop-up appears. **Click** the building you wish to add to the Production queue.

Note: Highlight a building with the cursor and an Info Parchment describes the building type.

3. Now you may either **click** on another building (see Job Queuing), another region or **click** again on the 'CONSTRUCT BUILDINGS' toggle to close the Building Production pop-up.

Note: The building is not constructed overnight but takes a number of seasons, the exact number is defined in the Building Profile Info parchment. This is viewed from the Review Panel when the BUILDING PRODUCTION pop up is active.

Once the building is constructed, it appears in the Review Panel when you **click** the province where you ordered it built. The only exception to this are Castles, which are displayed on the map itself.

- To cancel a building, either **right-click** the building or drag and drop its icon outside of the production queue. It disappears from the production queue. Once construction of a building has started, you cannot cancel it.
- To change the order of any unit or building in the production queue, click and drag the building icon to a new position in the queue.
- The grey shading on the icon of the building being built indicates progress. The less grey there is, the nearer the building is to completion.

VIEW THE THRONE ROOM

The Throne Room is where you automatically go each time an emissary or other visitor is granted an audience by you.



Click to receive a pearl of oriental wisdom from your trusty advisor



Move mouse over map to see the names of each province. **Click** map to return to Map Screen

- To cut short a visitor's speech and go straight to making a decision, press **SPACEBAR**.

MOBILISING YOUR ARMIES

When the time is right, you should begin your campaign of Total Warfare. Mobilising your armies takes the battle to other Daimyo's territory and could leave your own provinces relatively peaceful – for now, at least.

ORGANISING AND DIRECTING UNITS

Crucial to your aim of becoming Shogun is the organisation and mobilisation of your trained units. Promoting a general allows the honoured individual to head up a mobile unit of your trusted soldiers. This is the only way units can leave a garrison in the province where they were trained to assist you in the conquest of all Japan.

Tip: Split up large armies into smaller armies to expand into empty territory more rapidly.

The General Unit

When you create an army, the general is contained within the first unit chosen to create that army. To find which unit he is in, click the army piece. Now, look at the Review Panel. The unit with a star is the unit containing your general.



Drag and Drop Units from an Army or Castle

You can select units from the Review Panel when either a castle or army is selected.

- **Click** on the unit/s in the Review Panel. Then drag the selected unit/s directly into the province or onto another army or castle in the same province.
- Dragging units into a castle garrisons the castle.

Note: To de-select a unit from the group, **click** the unit again.

Merge Units

Create a large army from two or more smaller armies.

- Drag one army piece and drop it on another army piece and the two units are merged.
- The maximum number of units you can merge together is 16 units.

Note: The units must have occupied the same province for one turn before they can merge.

Merge Two Units of the same type

If two or more units have suffered great losses, you can merge the units together. However, they won't merge, if they exceed the maximum unit size (See *Performance Options* on p.71).

- To merge units, **click** the unit on the Review Panel and drag it onto the unit you are merging it with.

INVADING AN ENEMY PROVINCE

Once you feel that the time is right for an attack on an enemy Daimyo's territory, you should do the following.

1. **Click** and drag your troops into the province you wish to conquer. An event pop-up appears, allowing you to confirm whether you wish to wage war against this Daimyo.

Note: No pop-up is shown if you are already at war.

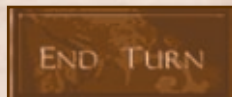
2. Then, if you have completed all your actions this season, **click** the END TURN icon.

3. Once you have been notified of any events of note, you proceed to Battle Mode to fight it out in real-time.

- Taking your Daimyo into battle will inspire units to fight with more intensity, but there is a risk that he can be killed. If your Daimyo is killed and has no heirs, then your Clan will be without a leader and will break down – the game is over.

ENDING A TURN

Whilst it may seem sensible to speed the passage of time to build up your treasury's koku reserves, this is not the path of a wise man. You should manage each of your provinces and ensure that, each turn, you do all you can to speed yourself along the path to total domination.



- When you are finished with your decision-making, **click** the END TURN icon.

Note: Once you have clicked END TURN, any orders you made cannot be cancelled.

The Scenic Tour

The Scenic tour enables you to view the troop movements in adjacent enemy provinces in the previous turn. It is very useful for gauging the military climate and intent as well as highlighting the course of other Daimyo's respective fortunes.

- To skip scenic tour hit the **SPACEBAR**.

CASTLES AND SIEGES

If you successfully invade a province with a castle garrisoning troops then the defenders can hold out inside the fortifications and prepare themselves for a siege. The attacker and defender have a number of options.



As Attacker

Siege: Don't attack the castle. Each turn that the defenders stay besieged in the castle they will lose a number of men to famine and disease.

Storm the castle: Attack the castle and fight on the Castle battlefield. Move your units onto the castle to activate this function.

As Defender

Siege: The defender can attempt to hold out against the attacking army.

Note: It is not possible to build or train while under siege and neither side gets any income from the province while it is in turmoil.

Break Siege: The defender can choose to charge out of the castle and attack the attackers in a field battle trying to drive them from the province. Move your armies from your Castle onto the province to break the siege.

Note: If a defender loses a castle battle they will suffer 100% casualties, as there is no route of escape or retreat. However, the defender may bring in additional troops from neighbouring provinces to help break the siege.

OTHER FACTORS

POPULATION LOYALTY AND REVOLTS

In Feudal Japan, though the overlord wielded absolute power, without the support of the people, his tenure could be abruptly ended by other upstart samurai. In general, the people were loyal where they experienced strong, yet fair, rulers.

There are many occasions of peasants' revolts throughout the period, and, for the most part, these revolts occurred because a Daimyo showed weakness or incredible cruelty.



"One who does not gain the masses will not be victorious"

- Sun Pin (Sun Tzu's grandson)

When you view the Info Parchment for each province you will notice a statistic for Population Loyalty, represented as a percentage. This number represents how content the peasants are with the Daimyo who controls that province.

- If the Peasant Loyalty is below 100% then there is a chance that there will be a revolt in the province.

Population Loyalty is affected by numerous factors:

Tax Rate: You can set the tax rate at any time. **Click** on the 'Koku' counter on the information panel to open the 'Set Tax Rate' pop-up. High tax rates may bring in more koku but your population loyalty may suffer as a result.

Harvest: A good harvest will make your subjects content, a bad harvest will make them unhappy.

Loyalty to a former Daimyo: The subjects are loyal to the Daimyo they are familiar with. If you take over a province then the peasants will be unsettled and prone to revolt. It can take up to 5 years until their loyalty is completely transferred to a new Daimyo.

Garrisons: If you have an army in a province it will help to settle the subjects. You should ensure that you have particularly large garrisons in recently conquered areas. A weak Daimyo is one that the populace will have no respect for.

Shinobi: Shinobi can stir trouble in an enemy province by encouraging revolt. In addition, they can provide counter intelligence services in their own province, which can decrease the chance of revolt.

Daimyo's remoteness: The distance from the province to the Daimyo affects how loyal a population feel.

Typhoons & Earthquakes: Though acts of God, your populace don't tend to respond well to natural disasters.

Land Improvements: The upheaval necessary to change for the better will, of course, negatively affect loyalty in the short term.

Border Towers and Border Forts: No one likes to feel they're being spied on.

Religious unrest: When your Daimyo's religion doesn't match his people's religion, there may be trouble.

Revolt Types:

Peasant Revolt: The revolutionary army will be primarily made up of Ashigaru rabble.

Loyalist Revolt: This is a revolt where the province is still loyal to the previous Daimyo. As a result, the revolutionary army will be a samurai army.

Buddhist Revolt: This is possibly the most dangerous revolt of all, as the revolutionary army is made of fanatical warrior monks. With their mobile temples and their innate religious gravitas, Warrior monks may make your Buddhist warriors falter in battle.

Christian Revolt: The revolutionary army will be a Christian Samurai army.

Note: Revolts also influence the neighbouring provinces, and if a revolt starts in one province it can soon spread to other provinces.

RELIGION

There are a number of factors that can influence the chances of religious revolts (Christian or Buddhist).



Churches & Temples:

A province containing a Church or Temple is a devout one and many of its subjects will have a fervent belief in the chosen religion - fervent enough to fight a Daimyo ignoble enough to encroach on their holy land.

Christian Emissaries or Warrior Monks: Christian Emissaries are unsurpassed in negotiation with Christian Daimyo while Warrior Monks will fight against their enemies with a fervour that has to be seen to be believed.

Changing Religion: If you renounce Buddhism to embrace Christianity (in order to trade for guns with westerners) then your Buddhist followers may very well turn against you.

RONIN

If a Daimyo dies and has no heirs then all the provinces which were under his control will break up into independent, lawless provinces controlled by independent armies of masterless samurai (ronin). They may have no master but their resolve to defend is, nonetheless, strong.



WEATHER AND THE SEASONS

You should certainly take note of the potential weather conditions when planning your battles in the Map Screen. If you choose to attack in winter you will have much less time to resolve the battle once you enter Battle mode, since your armies will only fight effectively during daylight hours. In addition, wet weather tires troops more quickly since their armour is strung together with absorbent cord and the quilting padding also absorbs water making the suit very heavy. Equally, snow affects the troops resolve and obscures their vision over long distances.



Accordingly, many units are affected to differing degrees and in different ways by inclement weather:

- The arquebus and musket will not work in wet weather, except light rain.
- Bows become less effective in wet weather as the strings get damp.
- Both accuracy and range of bows is reduced in high wind.

BATTLE MODE

If you want to tighten the straps of your helmet and lead your army straight into a pre-definable battle against the CPU, choose HISTORICAL BATTLES or CUSTOM BATTLE.

- To take on another human opponent, see the *Multiplayer* section on p.73.
- You also enter Battle mode to resolve battles in a FULL CAMPAIGN game, should you choose.

TUTORIAL - A GUIDED TOUR OF BATTLE MODE

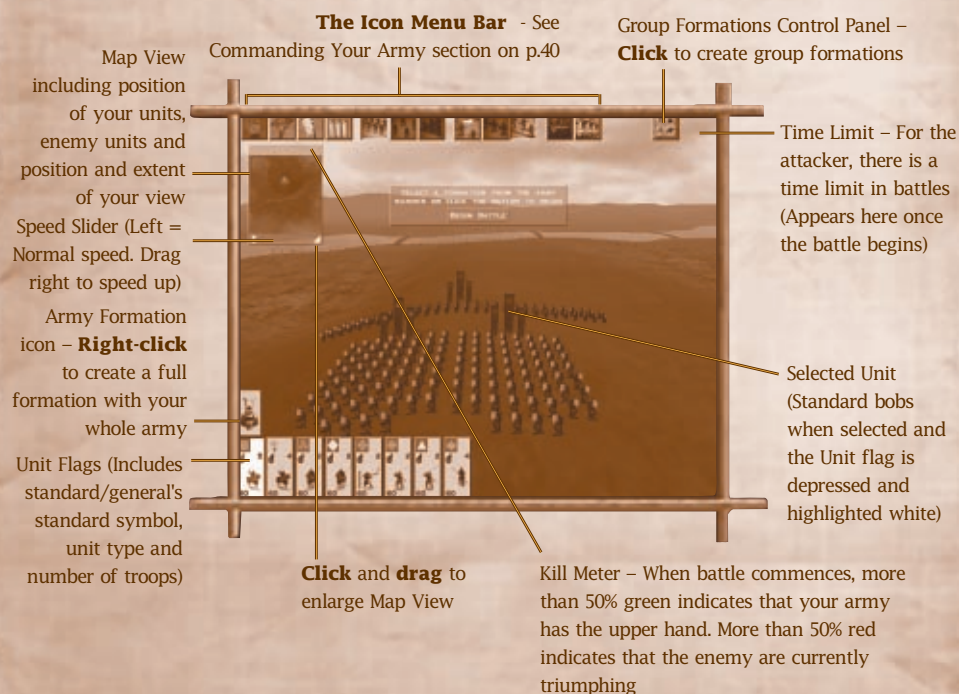
Below, you can find all you need to know when you command your armies in Battle Mode.

- If you require a walkthrough of battle mode, choose the TUTORIAL option in the Main menu.

Note: Battle Mode is accessible as part of the Full Campaign, Historical Battles, Custom battles and Multiplayer.

THE BATTLE VIEW

This is the view you will see just before battle commences.



- To command your units using the Icon Menu Bar, first select the unit/s you wish to command, then **click** on the relevant icon.
- For a full explanation of command terminology, see the *Commanding your Army* section on p.40

CURSOR HELP

When you point the cursor at icons and units, you get a quick description alongside the cursor.

Red text - Enemy information

White text - Your units' information.

- This text gives you a good idea of how individual units are fairing in battle so don't neglect it.

Range indicator cursor

- If the arrow is green, this indicates that the enemy units are within range of your missile-firing units. Red indicates the units are currently out of range.
- If the arrow is crossed through, the currently selected unit is out of ammunition, or can't fire due to wet weather.



SURVEYING THE DOMAIN

Use the Arrow keys or the mouse-scroll to move around the map.

Changing your Viewpoint

- Right-click** on the terrain to centralise focus on that point.
- Your viewpoint is indicated on the Map View by the white quarter circle

Note: If 'mouselook' is selected in the control options (see *Control Options* on p. 71) then you can hold down the right mouse button for 'mouselook'.

Line of Sight

In order to create more realistic battlefield scenarios, you can only see as far as your units' line of sight allows.

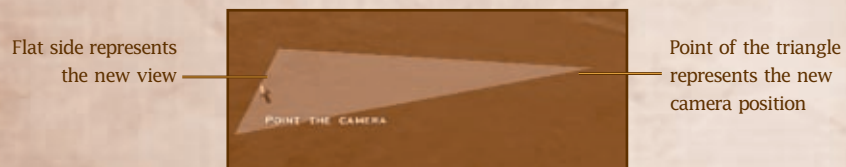
- Before battle commences, the pale circle on the Map View shows the extent of your unit's view of the terrain. Using units to scout and extend your view over the terrain should not be overlooked as an effective strategy.



Note: To switch 'Line of Sight' off, go to Game Options, Realism Settings and deselect RESTRICT CAMERA.

Mouse-defined Camera Positioning

Note: Only accessible when mouselook is switched off.
See *Control Options* p.71.



Right click, hold and drag to radically alter your viewpoint. The start point of your click and drag is where the camera will be positioned whilst the point where you release the button is the centre of the new view.

Note: This is the principle camera option in software mode. When used, the camera jumps directly to the new view point.



Zoom to your Battle units

To move your viewpoint directly behind your gathered forces, **double-click** on one of the unit flags in the bottom left of the screen.

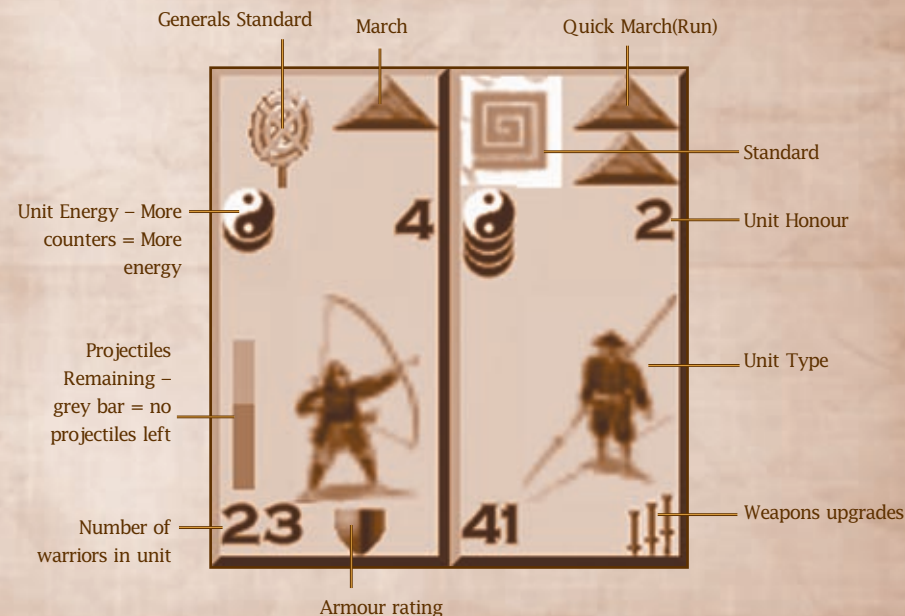
- If the units are on-screen, **double-click** on the unit itself.

KNOWING YOUR ARMY

To be a great general, you must know your units. To know your units you must learn their ways. The next section will take you through every aspect of controlling your warriors in a battlefield scenario.

THE UNIT FLAG

At the bottom of the screen are the unit flags. These display important information about the status of each of your units. Use this as a constantly updated status report to allow you to make the correct decisions for you and your clan.



- A Grey Unit Flag indicates the unit is not currently selected.
- A White Unit flag indicates that the unit/s are selected.
- The unit containing your general is denoted on the battlefield by the same General's standard displayed on the Unit Flag.

Action Indicator

Here is the full list of action indicator icons that you will encounter in battle.



Unit under fire



Unit routing. If the Flag is blinking, the unit is wavering.



Unit firing



Hand to hand combat

SELECTING AND MOVING UNITS

To move units, you must first select the unit. There are three methods you can use to select a unit.

- **Click** on the unit you wish to select.
- **Click** on the Unit flag of the troops you want to command. Take note that a selected toggle is depressed and highlighted white.
- **Double-click** the unit flag to select a unit and move your viewpoint behind the unit.



Note: The Standard of any units currently selected pulses.

Once the unit/s are selected, **click** on the ground at the point you want them to move to.

- If you want the selected units to run/charge, **double-click**.
- **Hold CTRL** and click and drag. A ghost image of how your units will end up like will appear.
- If the arrow on the move icon is red you are moving your troops to an area which is out of their line of sight. This may place them in danger.

To Order an Attack

- **Click** on the enemy units. The unit moves to attack the chosen enemy Unit.
- **Double-click** to order your unit/s to charge.

If your unit is a range unit (archer/arquebusiers), they move into range. Other units move in to engage the enemy hand-to-hand.

Note: Ordering your units to charge or run increases their fatigue.

To force range units into melee mode (Force Move for other units)

- **ALT + click**.

Viewing the 'Ghost' destination of units

- To see the 'ghost' destination of your units, press the **SPACEBAR** and a 'ghost' of the selected units final destination appears.

Deselecting Units

Click another unit to deselect the previously selected unit.

Deselect All Units

ENTER deselects all units.

GROUPING UNITS

Selecting Groups of units

If you want to create a temporary group of units, hold down the **CTRL** button when you **click** the unit flags or the units themselves then press **G** to group them.

- Alternatively, hold **CTRL**, then **right-click** and drag on the ground to drag a selection box around units. Finally, press **G** to group them.

Creating Pre-defined Groups

In the heat of battle, quick selection of pre-defined groups of units may mean the difference between glorious victory and ignoble defeat.

- To assign units to a group press **CTRL + SHIFT + 'number'**. That group is now assigned with the number you chose.

Selecting Pre-defined Groups

- To select a pre-defined group, press **CTRL + 'number'**. All units within that group are now selected to do your willing.

Deselecting a unit from a group of units

- Select the individual unit and press **G**.

Note: This function does not work with pre-defined groups.

COMMANDING YOUR ARMY

Use any of the control methods or combine them to tailor the interface to your own preference. In the heat of battle, the ability to issue multiple orders quickly and accurately will offer the sure-footed general a distinct advantage.

There are three methods of accessing orders:

Icon Menu Bar – Visual method with tooltips. Select unit/s and then click the icon to give an order.

Drop Down Menu – Select unit then **right-click**. Click when you have highlighted the desired order.

Keyboard shortcuts – Press the respective keyboard shortcut to issue the order.

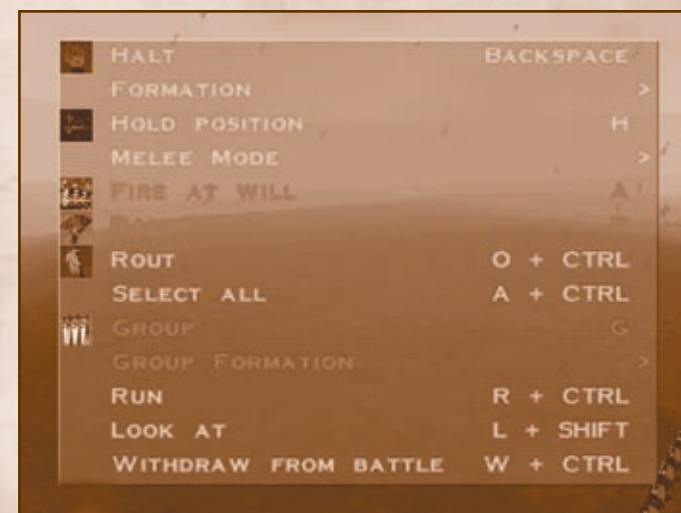
THE ICON MENU BAR



* **Note:** You must select more than one unit for these options to become available

- Select a unit or group of units and click on the relevant command toggle. These are described, in detail, below.

DROP DOWN MENU



Halt - The selected unit(s) halt where they are.

Formation - Change the selected unit(s) organisation (See *Quick Guide to Unit Formations* section on p.45) to choose between Close/Loose/Wedge formations.

Hold Position - The selected unit(s) attempt to hold their ground as long as possible. Their defensive attributes increase though their offensive attributes suffer as a result.

Melee Mode - Choose three types of melee mode for your selected units to adopt: Skirmish/Hold Formation/Engage at Will.

Fire At Will - Only active when a unit with projectile weaponry is selected.

Rally - Your Taisho (or you in the Daimyo's role) can attempt to rally routing troops. The honour level of the individual leader determines success. Once units have been successfully rallied, they can be ordered in the normal fashion.

Note: The Rally button is only available a limited number of times in a battle, when not available it is greyed out.

Rout - The selected units flee for their lives.

Note: If they run from the battlefield you lose them from this particular battle.

Select All - All units on the battlefield are selected.

Group - Only active if multiple units are selected. The selected units work as one, offering new group formation strategies.

Group Formation - Open the Group Formations drop down to order the selected group of units to adopt a group battle formation. See *Quick Guide to Group Formations* section on p.45.

Run - The selected units march more quickly to their destination.

Look At - Camera focuses on and behind the selected unit/s

Withdraw from battle - Your entire army retreat from the Battle Map

- Select unit(s) and then click on the desired command. The selected troops then attempt to carry out your orders.
- Any Menu option with an > indicates that other options will drop down if selected.
- Currently selected orders are highlighted with an asterisk (*)

BATTLE MODE KEYBOARD SHORTCUTS

Rally	.R
Rout	.CTRL + O
Group / Ungroup	.G
Close Formation	.C
Loose Formation	.L
Wedge Formation	.W
Melee Mode - Engage at will	.E
Melee Mode - Hold Formation	.F
Melee Mode - Skirmish	.S
Hold Position	.H
Auto Fire (Fire at will)	.A
Withdraw from battle	.CTRL + W
Halt (Forget all orders)	.BACKSPACE
Select All	.CTRL + A
Units Quick March (Run)	.CTRL + R
Set Facing/Move with Fixed Facing	.ALT + click
Unit/s formation faces in the same direction on arrival at new location.	
Rotate unit/s to face a new direction	.Right-click, hold and drag
Look At (selected unit)	.SHIFT + L

BATTLE FORMATIONS

To be a master of warfare you must first become conversant with the techniques by which your army can overrun an opponent in the heat of battle. Whilst much may be down to the unit type and experience of individual soldiers, a wise Daimyo, familiar with the battle strategies of Sun Tzu, can triumph against seemingly overwhelming odds.

Different unit formations have strengths and weaknesses, which a wise man will soon become patently aware of. Move answered by counter move is sure to occur when two mighty generals clash, so make sure you know your battlefield tactics when you take on the enemy!

Changing Preset Formations

In the heat of battle, a good general must be able to direct his troops quickly and surely. The ability to command multiple units and ensure they are in the formation best suited to that particular situation is a skill that must be learned through study and hard lessons at the hand of more experienced generals or Daimyo.

1. Select the units whose formation you want to change.
2. Click relevant icon on the Icon Menu Bar.

or

Right-click, then highlight FORMATION in the drop-down menu and highlight and click the Formation type you wish your selected units to adopt.

or

Press the relevant keyboard shortcut (detailed below).

3. The unit(s) move into position.

Note: Clearly, it takes a certain amount of time to move into position. Ensure you allow enough time for your units to re-form or you may be trounced by the opposing army.

Creating Line Formations

Line formations are most important for your Missile-firing units (archers, arquebusiers and musketeers) since only the front ranks can fire. Stretching them out so they are two ranks deep ensures that all arms can be brought accurately to bear upon your enemy.



1. Select a unit (or group of units). Now, **click, hold** and **drag** out the mouse. A ghost of the selected units appears.
2. Move the mouse so you are happy with the unit formation and release the Left Mouse button.
3. The units move into their new position.

QUICK GUIDE TO UNIT FORMATIONS

CLOSE FORMATION – **Shortcut: C.** Best for defence or general combat. Also best for morale to stop your men routing.

LOOSE FORMATION – **Shortcut: L.** Best if under attack from range projectile weapons.

WEDGE FORMATION – **Shortcut: W.** Best for breaking through enemy lines. Increases the damage your men inflict, but at the cost of their defence.

LINES – **Select, hold and drag.** Best used with missile-firing units (archers and arquebusiers) since only the front ranks can fire.

Hints on using formations

- If your men are attacked from the rear or from the flanks they fight much less effectively.
- If formations break up or your men are not in ordered ranks then their morale will be put to the test. In such situations they may well rout.

QUICK GUIDE TO GROUP FORMATIONS

When you **click** the Group Formation icon, the following icons appear along the top of the screen. If you use the drop down menu, they appear in a new menu.

Note: The keyboard shortcut numbers are in **bold**.

SINGLE LINE:	Good all-purpose formation to deploy your troops in a single line. 1.
DEFENSIVE:	Puts your defensive units to the front ready to bear the brunt of an enemy attack. 2.
SQUARE FORMATION:	Good defensive formation, which protects your Taisho within the ranks of his warriors. 3.
SKIRMISH LEFT:	Puts your missile-firing units (archers and gunners) to the left, ready to harass the enemy. 4.
SKIRMISH CENTRE:	Puts your missile-firing units (archers and gunners) to the centre, ready to harass the enemy. 5.
SKIRMISH RIGHT:	Puts your missile-firing units (archers and gunners) to the right, ready to harass the enemy. 6.
LEFT HAND OFFENSIVE:	The formation is structured to support attack to the left. 7.
CENTRE OFFENSIVE:	The formation is balanced on either side ready to attack. 8.
RIGHT HAND OFFENSIVE:	The formation is structured to support attack to the right. 9.

Note: You must have two or more units selected to employ any sort of Group Formation.

MELEE MODE

Order your selected units to fight the enemy in one of three melee styles.

- To use Melee mode, you must first select one or more units.

SKIRMISH: The selected units break out of formation on hit-and-run attacks before returning to the safety of the unit formation.

HOLD FORMATION: The selected units attempt to stay in formation as they engage the enemy.

ENGAGE AT WILL: The units engage with the enemy without retaining their formation.

PREPARING FOR BATTLE

DEPLOYING YOUR ARMY - ATTACKING

The attacker chooses the day of the invasion. This allows you to have some choice over the weather on the day of the battle. The disadvantage is that you have to enter battle in a pre-defined formation and position.

- Take note of the Timer in the top right hand corner of the Battle View. You must vanquish your foe before the white runs out.



DEPLOYING YOUR ARMY - DEFENDING

If you are defending, you can deploy your units anywhere you wish within the confines of the area designated by the bamboo poles.

When you define the position of a unit, it is immediately placed in the desired location.

- When you have finished deploying your units, **click** BEGIN BATTLE to let battle commence.

ENGAGING WITH THE ENEMY

1. First, select one or more units.

Now, move the cursor over the unit you wish to attack.

The cursor icon changes.

- A sword icon indicates that your units will attack hand-to-hand. Displayed for melee (hand-to-hand) troops – **Click** to attack, **double click** to charge.
- A Bow icon cursor indicates that your units will use projectile weaponry. This icon is displayed for both archers and gunners – **Click** to fire.



Note: Missile-firing units do not have unlimited ammunition and can run out. Take note of their ammunition levels and attempt to conserve supplies. If you wish to alter reality settings see *Game Options* on pp.71-72.

Force missile-firing units to fight hand-to-hand

There are situations where you may want to force your missile-firing units to fight hand-to-hand. For example, if you want to wipe out the last few survivors of an enemy unit.

- Press **ALT** + **click** to force missile-firing units to fight hand-to-hand.

ADVANCED CONTROL TECHNIQUES

Using Waypoints

Use waypoints to give your units specific instructions about a route that you want them to follow.

Setting a waypoint - **SHIFT** + **click**

- Remember, hit the **SPACEBAR** to show the 'ghosts' for your units next destination.
- To show the current waypoints for selected units, hold **SHIFT**.

Using Fixed Facing

Fixed facing allows you to ensure that your units face in the correct direction upon arrival at their new location.

- To order the units to move without changing the direction the front ranks are facing, hold **ALT** and **click**.
- To change the direction the unit/s face, hold **ALT** + **right-click**. The units do not proceed to the point but turn to look at it.

CHANGING GAME SPEED

Sometimes, you may want to speed up the flow of the game.

- **Click** and **drag** the speed slider beneath the radar to adjust the game speed.
- **CTRL** + **T** to jump from 0% (normal speed) to 100% (Fastest game speed).
- Move the slider left to slow the game down to the basic speed (0%), and right to speed it up (100%).
- To pause the game, press the Pause or **P** button.



Note: In single player games you can issue orders to your men while the game is paused.

Stats and Display

You might want to remove certain information from the game screen:

- Toggle unit stats display **ON/OFF** **F1**
- Toggle mini-map overlay (radar) **ON/OFF** **F5**
- Toggle between Icon Menu Bar/Group formation control panels . . **CTRL** + **P**
- Toggles the Icon Menu Bar/Group formation control panel **ON/OFF** **F6**
- Note:** You must have two or more units selected for this to work
- Toggle the unit flags **ON/OFF** **F7**

USING THE TERRAIN

You will soon become aware of the advantages that are to be gained if you use the terrain to good effect. If you neglect to use the terrain you can be assured that your opponent will.

Hills

Fighting from higher ground gives your troops a significant advantage in combat; they can see more of the action and can react and fight more strongly than their opponents who have to advance uphill.

"Fight going down hill, not climbing up."

— **Sun Tzu, The Art of War**

- The range and accuracy of missile-firing units is improved.
- Units get tired more quickly moving uphill.
- Units fighting downhill gain a combat bonus.
- The range of their line of sight is improved.

Forests

Using the natural cover is something that generals would be wise to do, especially when threatened by projectile fire or cavalry charges. Trees enable your units to hide from the enemy and the vegetation overhead provides cover from projectile attack. The movement of cavalry is severely restricted by forests and this makes them vulnerable to infantry units.

OTHER FACTORS:

- Cliffs are impassable to all units so offer a definite strategic advantage should your units be positioned upon them.
- It should be noted that bridges over rivers are very easily defended.

WEATHER AND SEASONAL CONDITIONS

As discussed earlier in the Full Campaign section of the manual, a wise Daimyo will be aware of the drawbacks of waging war in differing seasons and weather conditions. Your units are, after all, human, and are therefore subject to the same laws of nature that affects all living creatures!

When you choose to attack in Battle Mode you can, to a limited extent, choose what sort of conditions you will attack under when your advisor informs you of the weather conditions. However, there comes a point when the enemy is upon you and the battle must commence.

Additionally, the length of a battle is decided by the season since victory must be decided before nightfall. This offers an advantage to defending armies if a battle takes place in winter. Conversely, a summer battle gives an attacker a longer amount of time to grind down his adversary.

CONDITIONS REQUIRED FOR VICTORY

There are a range of victory conditions.

General battles - Your objective is to kill or rout the enemy from the battlefield.

Castle battles/Sieges - Your objective is to fight your way into the castle and take the keep by killing or routing the enemy.

Note: In winter, the days are shorter and the aggressor only has a limited amount of time to win the battle. If the aggressor does not defeat the enemy quickly then they must withdraw.

HISTORICAL BATTLES

Take the place of one of the four most important Daimyos in Japanese history in a selection of pre-set battles. Spanning thirty of the most turbulent years of the country's history, you can command the armies of the four great 'Daimyos' – Oda Nobunaga, Takeda Shingen, Tokugawa Ieyasu or Toyotomi Hideyoshi.

The battles are as follows:

DAIMYO

Nobunaga
Takeda Shingen
Tokugawa
Hideyoshi

BATTLES

Anegawa, Nagashima
4th Kawankajima
Nagakute, Mikata Ga Hara
Yamazaki

- For details on all of the historical battles, please refer to the historical battle descriptions in the HISTORICAL BATTLE selection menu.

Starting a Historical Battles Game

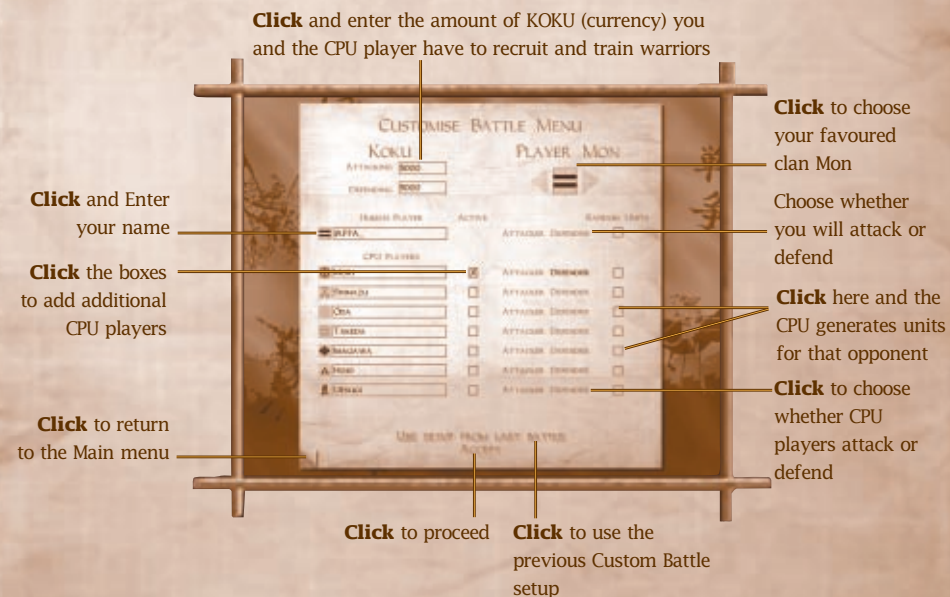
1. Highlight and **click** NEW GAME. The NEW GAME Menu appears.
2. Highlight and **click** HISTORICAL BATTLES and the Historical Battle selection menu appears.
3. Now, **click** one of the listed battles to see a short description and the conditions required for victory.
4. Once you have chosen the battle you wish to recreate, highlight and select FIGHT BATTLE.
5. The battle begins.

CUSTOM BATTLE

Choose one of 7 Daimyo and engage in a fully-customisable epic single battle in glorious real time.

Creating a Custom Battle Game

1. **Click** NEW GAME. The NEW GAME MENU appears.
2. Then, **click** CUSTOM BATTLE. The CUSTOMISE BATTLE MENU appears.



3. Once you have entered all the variables, **click** ACCEPT to proceed.
4. The CUSTOM GAME menu appears. **Click** on the location's name for a view of the province. Once you have selected a location, time limit, season and difficulty level, **click** CONTINUE to proceed.
5. Now choose your armies and their honour level. Once you have chosen, click READY. Right-click to remove an army.
6. The Battle begins.

UNIT TYPES

Here is a full list of unit types and the facilities needed to produce them.

Note: Training options do not appear until you have fulfilled the building requirements.

SOLDIERS (UNITS)

The building blocks of your armies; essential in your campaign to become Shogun. You should be wary though for, once trained, there is a fixed cost to maintain them. This cost may become a drain on your resources, if you do not manage your finances carefully.

Honour

When units are trained they generally begin with an honour level of 0. However, if they are trained in certain provinces, renowned for the skills of their inhabitants or with certain building upgrades, they may gain an honour bonus. This can give a Daimyo a great advantage against his enemy on the battlefield and should not be underestimated.

- Honour of your units grows with battle experience. The very sight of a battle-hardened army in full armour will strike fear into the heart of young, inexperienced samurai recruits.

Armour

In addition, with an Armoury or Swordsmith your smiths can produce better armour and weapons. See the Technology Tree for further details.

Note: All units gain experience in battle and as their honour level increases they can become far more effective.



Samurai Archers

Requires: Archery Dojo

These are the standard Samurai foot soldiers. Their main weapon is the bow but, should it be necessary, they can fight, hand-to-hand with their katana. With experience, they can become fearless, ruthlessly efficient cornerstones of your forces.



Yari Ashigaru

Requires: Spear Dojo

The standard Ashigaru is equipped with light armour and a Yari - a long spear. They are conscripted peasants and, as such, are poorly trained. The wall of spears which they can present to the enemy make them singularly effective against enemy cavalry, as long as they can hold formation. When their fear of the enemy exceeds their fear of their masters, they often waver.



Yari Samurai

Requires: Spear Dojo

The Yari is a long spear, making these troops very effective defending against mounted opponents. So long as the unit remains well ordered, they are good against most troop types.



Cavalry Archers

Requires: Horse Dojo and Archery Dojo

A mounted Samurai with sword and bow. They are fast, flexible, and pack a nasty sting from medium range. They are best employed in harrying poorly defended troops at close quarters and standing off and peppering slower units with bow fire.



Warrior Monks

Requires: Buddhist Temple

These Buddhist fanatics carry a portable shrine as their unit standard, which makes enemy Buddhist troops most reluctant to engage them. Christian troops do not suffer this same reluctance.



Arquebusiers

Requires: Trading Post

Conscripted foot soldiers equipped with simple arquebuses (muskets). They are effective at longer range than archers are and only the heaviest armour has a chance of stopping their shot at short range. However, they are very poor in hand-to-hand combat.

Note: The arquebusiers will only fire their weapons in very light rain at a reduced rate and accuracy. Heavier rain will render their weapons useless



Naginata

Requires: Spear Dojo and Armoury

Samurai foot soldiers equipped with heavy armour and Naginata - short pole arms. They are very strong defensively but a little slow.



Heavy Cavalry

Requires: Famous Horse Dojo and Armoury

Mounted Samurai equipped with heavy armour and swords. These human and equine war machines are the feared elite of the Samurai army and are highly effective as defensive units and utterly deadly when used offensively. Only long spears and guns are effective against them.



No-Dachi Samurai

Requires: Sword Dojo

The No-Dachi is a huge two-handed sword, and, accordingly, the stout troops that wield them are most deadly. They don't defend well, but are great for breaking enemy formations and routing troops who are wavering.



Musketeers

Requires: Port and Trading Post (Dutch) or Port, Trading Post and Gun Factory (Portuguese)

These are improved Ashigaru who benefit from contact with the European traders. With a longer range and a higher rate of fire, they can be employed in the front lines of an army formation. Like the Arquebusiers they can only fire their weapons in very light rain at a reduced rate and accuracy. Heavier rain will render their weapons useless.



Yari Cavalry

Requires: Spear Dojo and Horse Dojo

These mounted samurai, armed with spears, are not as heavily armoured as heavy cavalry is, but they make up for this with additional speed. They are very useful as a strike force against enemy units who are poor in hand-to-hand combat or for chasing down retreating enemies.

STRATEGIC UNITS



Taisho

Requires: Nothing

A Taisho (or general) is required to lead a group of units into battle. As he gains in rank and experience he adds to the combat ability and morale of all his troops. Normal Taisho can be leaders of any unit type. They can be identified in battle by their special standards.

Note: If you take your Daimyo onto the battlefield, he appears on the battlefield with a small group of Heavy Cavalry bodyguards.



Emissary

Requires: Tranquil Garden

These are Samurai trained in all the traditional arts and used as diplomats. They are sent to enemy Daimyo on missions to propose treaties and to gather information on enemy armies and defences. All Emissaries gain experience each time their mission succeeds. Experience is their only defence against Ninja Attack.



Shinobi

Requires: Tea House

Shinobi are spies. In an enemy province they can provide information about enemy armies and defences, while also encouraging discontent among the peasants, which can lead to revolt. In your own province they can act as counterspies, seeking out enemy spies. In addition, they can also increase the loyalty of your own peasants.



Jesuit Priest

Requires: Jesuit Church

These Jesuit-trained priests are excellent emissaries when dealing with Christian Daimyo. While sending a Priest is no guarantee that a proposed treaty will be accepted, at least you won't get his head sent back in a bag. Unless, of course, the enemy Daiymo is Buddhist! Jesuit Priests also help to spread the influence of Christianity to any provinces that they visit.



Ninja

Requires: Ninja House

The Ninja is trained from birth for spying and assassination. Enemy Daimyo, Taisho, Unit Leaders and Emissaries are all possible targets. The more senior the target, the lower the chance of success. A Ninja's experience and effectiveness increases each time he makes a kill.



The Legendary Geisha

Requires: Geisha House

The Legendary Geisha is a master assassin. The enemy Daimyo knows well enough what a Geisha is capable of, but protocol prevents him from acting against her openly. Commissioning a very experienced Ninja is an accepted method of ridding the Daimyo of this beautiful hindrance.

BUILDINGS

CASTLES

There are four levels of castles in Shogun - Total War, but they all perform the same function.



They are garrisons for you and your armies. In addition, they are the visible signs of a Daimyo's power, honour and control of his provinces. Without a castle to act as an administrative centre, no other military structure can be built in a province. You must build each grade of castle before you can construct the next one !

Castle

The lowest grade of fortification. You can garrison 4 units within this building and it allows the construction of basic training dojo and other low level structures.



Large Castle

An impressive intermediate structure. It only becomes available in your Building Production pop-up if you have already constructed a castle. Once built, your technological advancement can continue apace and the opportunity for garrisoning enough units and supplies increases to an extent that you can hold out for longer in a siege.



Fortress

A Fortress is a good indication to all who covet your provinces that they will not have an easy time of it, should they decide to try and wrest it from your grasp. Once built, training dojo of famous and legendary proportions will ensure that units trained here brook little resistance in their struggle to unite Japan under your leadership.



Citadel

A Citadel represents the pinnacle of a clan's rise, demonstrating to all those whose eyes fall upon its massive ramparts, that the clan who built it should not be trifled with.

Once built, sensei of legendary status can be acquired by construction of final dojo upgrades. Units trained and equipped by such masters will undoubtedly present a fearsome sight to any army unlucky enough to encounter them.



OTHER BUILDINGS

Spear Dojo

Requires: Castle

A dojo is a place of training where a sensei — a master in a particular skill, craft or art — can impart his



knowledge to students in the proper atmosphere of calm and learning. This is as true for the martial arts as for any peaceful pursuit. The best of the sensei were always encouraged to settle by Daimyo and begin their teachings, not only for the practical benefits of spreading their skills, but also for the reflected glory and honour that a true sensei could give to his patron.

- Both Ashigaru and Yari Samurai units can be trained at the Spear Dojo. It can be upgraded to Famous and Legendary status at larger castles.
- Once it has been upgraded to Famous Spear Dojo status it can also be used to train Naginata Samurai, providing there is an Armoury at the castle too.

Archery Dojo

Requires: Castle

Samurai originally defined themselves by their skills at archery, especially archery from horseback. The



magnificent asymmetrical longbows of the samurai needed highly skilled craftsmen to construct them so it was in the interests of every Daimyo to ensure that such craftsmanship was encouraged in his domain. As such, the Archery Dojo is one of the basic and fundamental military improvements that can be constructed at any castle.

- An Archery Dojo allows the castle where it is located to produce Samurai Archers and it can be upgraded to Famous or Legendary status when larger castles are built, facilitating general unit improvements.

Armoury

Requires: Castle and province with iron sand deposits

Samurai nearly always provided their own armour and weaponry.



The same, however, was not true of the ashigaru who were drawn from the lower, poorer classes. The importance of providing standardised equipment to their soldiers was realised by the more astute Daimyo during the Sengoku period. Apart from the obvious benefits of ensuring that their troops were properly equipped, there was an additional benefit in terms of creating an esprit de corps among the troops.

- In Shogun - Total War, an Armoury improves the armour values of any units trained at the castle where it is located. An Armoury can also be improved to Famous or Legendary status in larger castles with subsequent armour benefits for units.

Tranquil Garden

Requires: Castle

Most temples and large, formal houses in Japan included space for a garden as a place for rest and reflection.

Gardens are also, of course, the perfect place to have a private conversation with agents, spies and emissaries away from the ears of guards and servants — not something that was very easy in a Japanese building with thin bamboo and paper screens!

- A Tranquil Garden can be built in any castle and allows the training of emissaries. It is also a pre-requisite before building any kind of Temple or Church.



Ninja House

Requires: Castle

The secretive Ninja require their own dojo (of sorts) to learn their secret arts of invisibility, assassination and spying. Their weapons and skills are so specialised that only a master Ninja can hope to teach his followers.

- Once a Ninja House is constructed, Ninja may be trained.

Tip: Use Ninja to eradicate emissaries and gain extra Ninja experience for successful assassinations.

Port

Requires: Castle and a coastal province

A Port can be built in any coastal province that contains a castle.



It allows the transportation of all units, by sea, to any other provinces with a Port ruled by your clan. In addition, the construction of a Port gives a trade revenue bonus.

Note: Without a Port, you will not encounter Europeans and acquire their modern technologies.

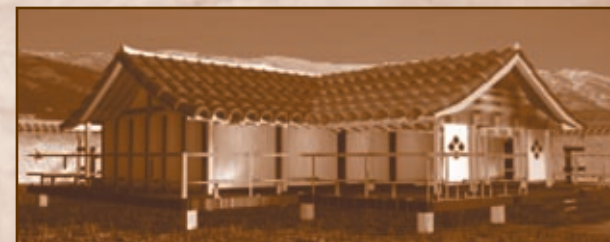
Tea House

Requires: Castle

"Pen and sword in accord" is a simplification of the Samurai way, but it is an accurate one.

Samurai were not only expected to be skilled warriors, but highly cultured men able to produce a haiku verse or officiate at the tea ceremony. A Tea House is a focal point for travellers and, as such, is the ideal venue to facilitate the training of Shinobi, the secret agent of the Sengoku Jidai period.

- Once constructed, Shinobi may be trained here. He can then be employed in spying and counter spying activities. A Tea House can be upgraded to Famous and Legendary status at larger castles



Sword Dojo

Requires: Large Castle and a Legendary Swordsman (see Note overleaf)

The sword is the weapon most closely associated with the samurai, and mastering its proper use takes time and endless practice. Many schools of swordsmanship existed in Japan, and adherents of particular styles were not above duelling against one another to prove who was the best.

- Once constructed, you may train No Dachi units. As with other buildings, you may upgrade a Sword Dojo.



Note: A Sword Dojo can only be built when a samurai in the Daimyo's army has become a legendary swordsman by killing many opponents in battle. You are notified when one of your units achieves this status.

"To master the virtue of the long sword is to govern the world and oneself, thus the long sword is the basis of strategy. If he attains the virtue of the long sword, one man can beat ten men. In my strategy, one man is the same as ten thousand, so this strategy is the complete warrior's craft."

— **Miyamoto Musashi, The Book of Five Rings, The Ground Book**

Horse Dojo

Requires: Large Castle and Archery Dojo/Spear Dojo to train units

A battle is a frightening and confusing experience for a man, let alone an animal.

Training a horse so that it was willing to charge the enemy took time and skill. A Horse Dojo provides just such a location, where horses can be trained expressly for conveying a proud Samurai horseman into battle.

- A Horse Dojo can produce Cavalry Archers (with an Archery Dojo) and Yari Cavalry (with a Spear Dojo). With an Armoury, a Famous Horse Dojo can also train Heavy Cavalry.

Swordsmith

Requires: Large Castle

The importance of high-class weaponry to the Samurai is renowned even today. Skilled swordsmith were the princes of craftsmanship and any Daimyo worth his salt would lay great store in having craftsmen and the necessary materials to provide katanas of unsurpassable quality.



- The construction of a Swordsmith ensures that units trained in that castle training facility will gain an attack advantage in battle. A Swordsmith can be upgraded to Famous and Legendary status at larger castles

Portuguese & Dutch Trading Posts

Requires: Large Castle and Port; also time dependant

The arrival of Portuguese traders brought the arquebus into Japanese warfare. These weapons were acquired through trade with the 'shifty foreign devils' and were then copied by Japanese craftsmen. By the time the Dutch arrived in Japan, the Portuguese and the Jesuits had been there for some time. The Dutch were the same in their willingness to provide arquebuses to any Daimyo who was willing to trade for them!

Note: A Daimyo can have either Portuguese traders or Dutchmen in his domain, but not both.

Buddhist Temple

Requires:
Tranquil Garden

Although religion often leads to a contemplative life of meditation, there have always been religious orders that have valued military prowess as much as prayer. In Japan, several orders of Buddhist warrior monks were the equal of any other warriors at the time, and showed no reluctance to becoming involved in politics – and war - beyond the Temple walls.

- Warrior Monks can be trained once a Temple has been built. A Temple can be upgraded giving honour bonuses to units trained therein.

Tip: A Temple helps to support the doctrines of Buddhism among the people of nearby provinces and can "roll back" the presence of Christianity.



Church

Requires: Large Castle and acceptance of alliance with Portuguese

The Portuguese not only brought advanced military technology in the shape of guns, they also imported a religion as well: Roman Catholicism. The Jesuits who came to Japan spread a very militant variety of Christianity, and within a few years of their arrival, the Jesuits had converted substantial sections of the local population.

Once built, Churches help to spread the doctrine of Christianity to the local population, increasing the number of Christians in nearby provinces and, in the long term, reducing the chance of a religious revolt.

- A church allows the training of Priests. Once you have six Churches, you may then construct a Cathedral, which holds even greater sway in speeding the spread of Christianity. Note, however, that a Citadel is also required in the province.

Tip: A Christian Daimyo with a Cathedral collects tithes from all of Christian Japan. This makes Christianity a very lucrative business!

Palace

Requires: Large Castle

A Palace of any size is the outward sign of a healthy and wealthy Daimyo. His subjects and soldiers can feel proud to be a part of a strong and civilised clan.

- A Palace imparts a morale bonus to all units. Palaces can be upgraded to Golden and Legendary status.



Gun Factory

Requires: Citadel, Port, Portuguese or Dutch Trading Post and Armoury

Once knowledge of arquebuses was generally available, the Daimyo wasted little time in setting up their own craftsmen to make them. Within a remarkably short space of time Japanese armourers had mastered all the skills they needed and were producing arquebuses that were as good as anything from abroad. Once built, the cost of training gunmen is reduced.

- A Gun Factory can only be created at the largest of castles.

Geisha House

Requires: Citadel, Infamous Ninja House and Legendary Tea House

When all the trappings of Japanese culture have been built, a Daimyo can add the final flourish: a Geisha House. These can only be built at the very largest castles, and help train Geishas for use as spies and, more importantly, super assassins.

- Geisha can only be killed by another Geisha or a highly experienced Ninja.



BUILDINGS AND UPGRADES NOT DEPENDENT UPON CASTLES

Improved Farmland

Improved farmland increases agricultural output of the region by 20% each harvest. This translates directly into more koku at the end of the year.



Watchtowers & Border Forts

There are two “non-economic” improvements that a Daimyo can make in *Shogun - Total War* that

do not require the construction of a castle. Firstly, he can build a Watchtower in any province that he controls. This doesn't help defend the province, but it does act as a permanent spy in all the adjacent provinces.



Once you have built Watchtowers in a province you may build a Border Fort, which acts as a permanent counterspy in the province where it is built. This stops enemy spies from obtaining any information about the province. Watchtowers and Border Forts also help improve the loyalty of the local peasants.

Mines and Mine Complexes

You can build Mines in provinces with mineral wealth. There's nothing quite as useful as finding gold or other mineral riches in your domain! This was what allowed the Takeda clan to be so mild in their taxes and yet build up a substantial cavalry army.



- Once a mine is constructed, you will gain additional koku income each year.

IN GAME MENU

Save your game, make changes to your OPTIONS, EXIT to the Main menu or QUIT *Shogun - Total War*.

- To access the In Game menu, press **ESC**.

RESUME GAME – Highlight and **click** to return to your game.

LOAD GAME – Highlight and **click** to open the Load Game menu and load a previously saved game (See *Saving and Loading* section on p. 72).

SAVE GAME – Highlight and **click** to open the Save Game menu (See *Saving and Loading* section on p. 72).

OPTIONS – Highlight and **click** to access the Options menu (See below).

EXIT GAME – Highlight and **click** to finish game and return to the Main menu.

QUIT – Highlight and **click** to quit to Windows.

OPTIONS

Select OPTIONS from the Main menu to optimise or adjust Audio, Video and Control setups.

VIDEO – Configure video settings and screen resolution.

AUDIO – Configure Audio settings.

PERFORMANCE - Configure Graphic detail settings and unit limits to optimise performance on your PC.

CONTROLS – Customise keyboard and mouse controls.

GAME – Customise Interface settings, control menu, realism settings.

ACCESSING IN-GAME OPTIONS:

- Press **ESC**.

VIDEO OPTIONS

PRIMARY DISPLAY DRIVER/ANY OTHER DETECTED 3D

ACCELERATOR/SOFTWARE MODE - Choose your primary display driver. If you do not have a 3D accelerator card, select Software mode.

USE 8 BIT TEXTURES - Select 8 bit textures only if your card supports this feature.

STRATEGY MAP RESOLUTION - Move the slider to alter the resolution of the Strategy Map.

BATTLEMAP RESOLUTION - Move the slider to alter the resolution of the Battle Map.

GAMMA CORRECTION - Increase gamma correction to improve brightness.

TEST DISPLAY MODE - View the *Shogun - Total War™* Samurai logo to preview any display mode changes you may make.

Note: To run the Battle map at higher resolutions requires considerable CPU and video card capability. Slower CPUs will suffer performance loss if you set the resolution too high.

AUDIO OPTIONS

SUBTITLES - **Click** to turn subtitles **ON/OFF**.

MUTE - **Click** to turn sound **ON/OFF**.

MUSIC VOLUME - **Click** and **drag** to adjust the volume of background music.

SFX VOLUME - **Click** and **drag** to adjust the volume of Sound effects.

SOUND QUALITY - Reducing the sound quality will use less RAM and may allow the game to run more quickly.

SPEECH - Click to choose between ENGLISH speech or JAPANESE speech.

PERFORMANCE OPTIONS

Adjust the Battle mode graphics options here. Default options are listed in bold.

SMOKE - **Click** to turn smoke **ON/OFF**.

AMBIENT FAUNA - **Click** to turn decorative bird life **ON/OFF**

DEFAULT UNIT SIZE - Move slider to adjust the default Unit size (**60**/80/100/120).

Note: Only increase unit size if you have a recommended specification PC (See the enclosed reference card).

CONTROL OPTIONS

MOUSELOOK **ON/OFF**- Activate mouselook (only available in 3D accelerated mode).

MOUSEMOVE - **Click** to turn Mousemove **ON/OFF**.

CAMERA ROTATE SPEED - **Click** and **drag** the slider to adjust the speed that the camera rotates.

CAMERA MOVE SPEED - **Click** and **drag** the slider to adjust the speed that the camera moves.

ASSIGN KEYS - Customise your key presses for *Shogun - Total War*.

GAME OPTIONS

Interface Settings:

ICON BAR - **Click** to turn the Battle Mode Icon Bar **ON/OFF**.

RADAR - **Click** to turn the Battle Mode Radar **ON/OFF**.

WIDESCREEN/**FULLSCREEN** - **Click** to choose your favoured view.

Realism Settings:

MORALE – **Click** to turn unit morale **ON**/OFF.

FATIGUE –When OFF, units do not get tired in battle.

LIMITED AMMO – When OFF, missile-firing units have unlimited ammunition.

RESTRICT CAMERA – When **ON**, you can only view the terrain that your units can see.

SAVING AND LOADING

LOAD GAME

Select this option to load a previously saved game.

1. In the Main menu, **click** the LOAD GAME option.
 - In the Strategy Map screen, press **ESC** and select LOAD GAME from the In Game Menu.
2. The Load Game menu appears. **Click** on the name of the game that you wish to load from the lists available to highlight it, then **click** LOAD.
3. The game loads.

SAVE GAME

Select this option from the In Game menu to save the game currently in progress.

1. Press **ESC** to go to the In Game menu. Then highlight and **click** SAVE GAME.
2. **Click** on the dialogue box, then enter a name for your saved game.

Now, highlight and **click** SAVE. The game is saved.

- To return to the In Game menu, **click** the folded corner of the parchment.

Note: In addition, the game also automatically saves to the 'autosave' slot once each game year.

Strategy Map Quicksave and Quickload

- To quicksave a game, press **CTRL + S** whilst in-game (Strategy Map only).
- To 'quickload' the last quicksaved game, press **CTRL + L** at anytime during the game or open the Load Game menu.

MULTIPLAYER

Multiplayer is available via LAN and Internet.

THE MULTIPLAYER MAIN MENU

Connect to EA Play, chat with other *Shogun - Total War™* players and play multiplayer games over the Internet or on a Local Area Network.

PLAY ON EA PLAY – Register a player name at www.TOTALWAR.COM and then chat, create a game or search for a game created by other players.

LAN GAME – Set up a multiplayer game on a Local Area Network or serially connected computers or connect to a game created by someone else.

SHOGUN WEBSITE – Connect to the Internet and get all the latest news on *Shogun - Total War* including tips, hints and competitions as well as a world-wide roll of honour.

SHOGUN NEWS SERVER – Connect to *Shogun - Total War's* online news server for up-to-date news bulletins.

CONNECT TO THE INTERNET – Connect to the Internet via dialup adapters.

PLAY ON EA PLAY

LOGON INFORMATION

Enter your *Shogun Total War* Online Details



- When all the variables above are complete, **click** CONTINUE.

LOGGED ON TO EA PLAY

Select either:

CHAT ROOMS - Go to the Chat room selection screen.

INTERNET GAMES - To find a game on the Internet.

LOG OFF EA PLAY - To exit to the Main menu.

CHAT ROOM SELECTION SCREEN

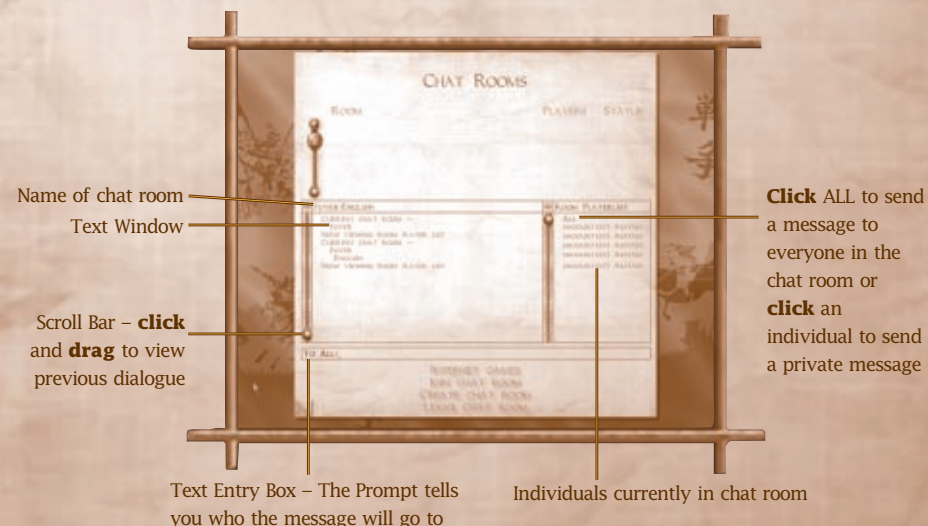
This is where you'll start your foray into the Online world of *Shogun - Total War*. Choose a Chat Room from one of the Official EA Chat Rooms, where you can match yourself up against players of a similar standard. Alternatively, choose Chat Rooms created by other Shogun Players.

- To Connect to a Chat Room, **click** it so it is highlighted, then **click** JOIN CHAT ROOM.

- To create your own Chat Room, **click** CREATE CHAT ROOM and see Creating a *Chat Room* section on p.77 for more details.
- To view and join any Internet Games in this room, **click** INTERNET GAMES.
- To Leave to the current Chat Room and enter its parent room, select LEAVE CHAT ROOM.

THE CHAT WINDOW

The Chat window is your contact with other Shogun players. You can find individuals, send private messages and, above all, make buddies! It appears in many of the Multiplayer setup screens and enables you to discuss and plan with other players in remote locations.



Select a player

Click on a player name and then type the message in the Text Entry box. This makes him or her the target of a private comment.

Sending a message

Click and type at the cursor in the Text Entry Box. Press Enter to send the message to the selected person(s).

Add a Buddy

Simply type '#Buddy' followed by the players full online name but not the family name.

Note: Once a player is labelled a buddy, you are informed when they connect and disconnect from the server.

Remove a buddy

Type '#Unbuddy' followed by the players full name to remove the player from your buddy list.

Ignore a player

Type '#Ignore' followed by the players full name, if you don't want to read the player's chat output.

Unignore a player

Type '#UnIgnore' followed by the players full name to stop ignoring that player.

AFK

Type '#AFK' to notify players that you are away from your keyboard.

Blackmarking players

Type '#Blackmark' followed by the players full name if you want to censure another player. You cannot blackmark multiple players and you may only issue a blackmark once every fifteen minutes.

Paging a player

If you want to contact another player and you are not sure which chat room they are in, type '#Page' followed by the players name. If the player is on EA.Play they will be notified of your page.

Locating a player

If you want to locate another player, type '#Locate' followed by the players name.

CREATING A CHAT ROOM

Creating a chat room is something you may want to do if you want to play with a select group of players. You can elect to make the room private (requiring the entry of a password) or public.



Note: If you make your chat room private, you must let other players know what the password is or they won't be able to connect.

ROLL OF HONOUR

The Roll of Honour ranks players according to the number of battles they have fought. Results are weighted according to who you defeated and their respective position in the roster. You can also view your own battle statistics.

- The Roll of Honour is located at **www.totalwar.com**

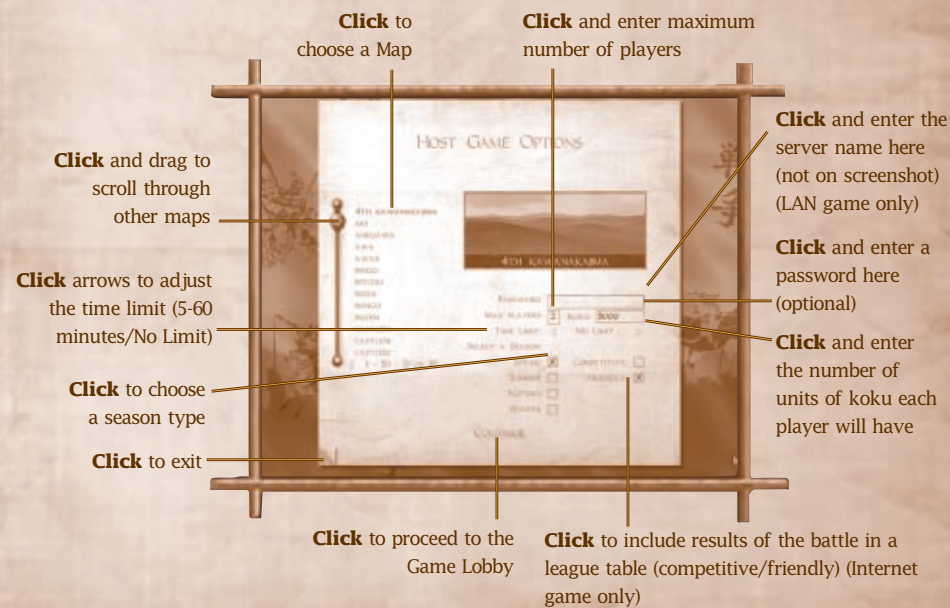
INTERNET GAMES - SINGLE BATTLE SETUP

You can choose to host a game or join a game that is being set up by another player in the chat room or return to the chat room selection screen.



- **Click** CHAT ROOMS to return to chat room selection screen.
- Highlight a game then **click** JOIN GAME to continue. See *The Multiplayer Lobby Screen* section on p.80.
- **Click** HOST GAME if you want to create a new game (See below).

HOSTING A MULTIPLAYER GAME

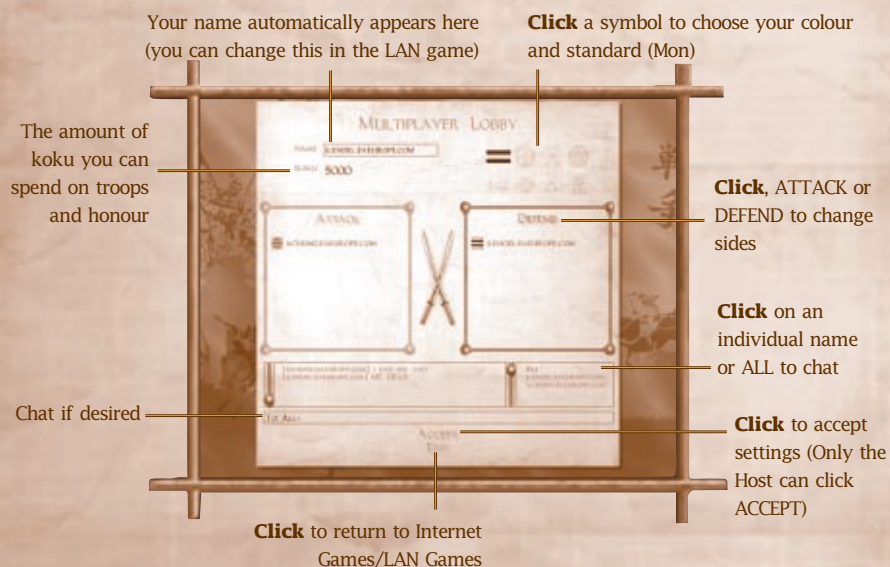


1. Once you have entered all the variables, **click** CONTINUE.
2. The Multiplayer Lobby Screen appears.

Note: Other players enter the Multiplayer Lobby screen when they **click** JOIN GAME in the Internet Games/LAN Games screen.

THE MULTIPLAYER LOBBY SCREEN

The Multiplayer Lobby screen appears when you join a game or when you have setup a game.



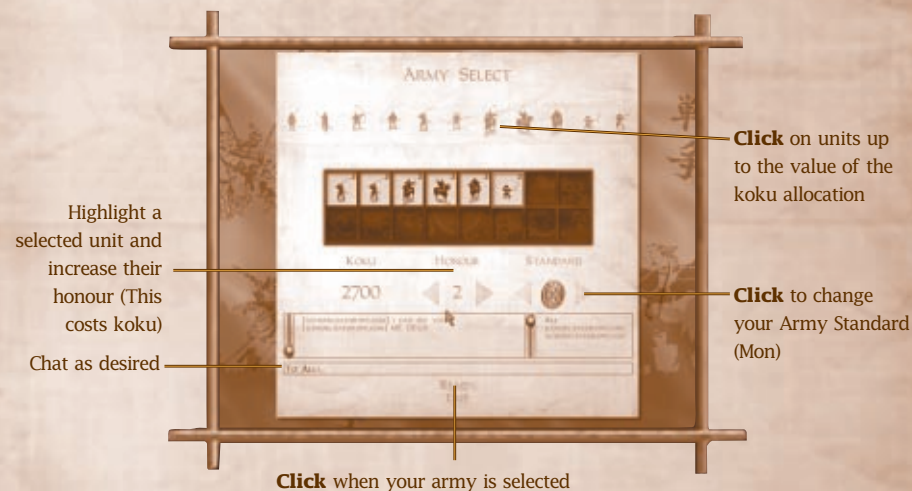
- When you join you are automatically allocated to the side with less players.
- You may **click** on ATTACK or DEFEND to change sides.

To Begin

- Once the Host is happy with the setup he/she should press ACCEPT.
- Everyone else selects Ready after the Host has clicked ACCEPT.

MULTIPLAYER ARMY SELECTION

Choose your troops up to the amount of koku you have allocated.



- The game monitors for when all players are ready. When ready, you proceed to the Lobby 'Waiting to Go' screen.
- If a player quits out at this point everyone is returned to the Multiplayer Lobby Screen. If the Host quits out you return to the Internet Game/LAN games screen.

Tip: If you are playing on the same team, it may be wise to discuss your troop choices so that your armies compliment each other.

MULTIPLAYER WAITING TO GO SCREEN

In this screen you can chat with players or decide to exit. Once all players are ready the battle begins automatically.

- See *Battle Mode* section on p.33 for details on how to command your army and rout the enemy.
- Once the battle is complete, you can chat in the Battle Results chat screen before returning to the Internet Games/LAN Games screen where the game was launched.

Note: The game speed must be adjusted by all the players for it to affect the game.

LAN GAMES

You can choose to host a game or join a game that is being set up by another player.



- Highlight a game then **click** JOIN GAME to continue. See *The Multiplayer Lobby Screen* section on p.80.
- **Click** HOST GAME if you want to create a new game (See *Hosting A Multiplayer Game* p.79).
- **Click** EXIT to return to the Main menu.

GLOSSARY OF TERMINOLOGY

Arquebus	Matchlock gun, also called "teppo" in Japan. Introduced in 1543 by the Portuguese.
Ashigaru	Literally, 'light feet'. Peasant troops recruited into a Daimyo's service. Often fought with little or no armour, footwear or weaponry until they could be looted from the enemy.
Bushido	'The Way of the Warrior'.
Daimyo	A powerful feudal land owner. Many Daimyo dreamed of uniting Japan under their own swords.
Do	Body armour. Usually consisting of four plates.
Dojo	A place for teaching martial arts.
Geisha	'Art person'. A class of professional women trained from adolescence in conversation, dancing and singing for the entertainment of men. Sometimes geishas were also Ninja and, therefore, would be involved in sabotage and assassinations.
Hara-kiri	Suicide by cutting into the stomach.
Hatamoto	A Daimyo's personal bodyguard.
Ikki	Armed peasant league.
Ikko-ikki	'Single-minded League' – 15 th century militant religious group. The term also came to mean rioting mobs. These mobs usually acquired a degree of political power through their military activities.
Junshi	The act of suicide committed by a loyal retainer or servant following the death of their lord.
Kanashi	The act of suicide committed in protest.

Katana	A long, two-handed, slightly curved sword that was considered the 'soul of the samurai'. Often carried together with the wakizashi, the Katana was used as both shield and sword due to it's superior strength and cutting edge gained through the meticulous construction process.
Kengo	A master swordsman. Kengo usually went on a musha shugyo or 'warrior pilgrimage' to improve their skills.
Koku	Measurement of wealth, usually defined as the amount of rice needed to feed a man for a year.
Mon	Family crests.
Naginata	Pole-arm, fitted with curved single-edged blade.
Nanban-do	'Body armour of the southern barbarians'. Bulletproof armour adapted from European armour.
Nanbanjin	'Southern barbarians'. Name given to westerners who arrived in the 1540's.
Ninja	Assassins and spies: practitioners of the Art of Invisibility. Expert in the use of weapons but also skilled in use of poisons and explosives. Both male and female ninjas existed.
No-Dachi	A very heavy and long sword which was about 25 percent longer than an average sword.
Okegawa do	Simple, mass produced armour worn by the ashigaru. If this had the Daimyo's mon on the front it became known as okashi gusoku (honorable loan armour).
Ronin	'Wave men' – samurai without a lord.
Samurai	Member of the warrior class; warrior in Daimyo's service.
Sashimono	Identifying banner, fitted to the back of the armour. Often had the mon of the clan or family on it.

Sengoku Jidai	'Age of the Country at War'. (the period from 1457 to 1615). Much of the samurai tradition was established during this time. <i>Shogun - Total War</i> is set during this period.
Seppuku	A less vulgar term for hara-kiri. Considered an honorary death by the samurai class. Modified in later years to allow the presence of a second who cut off the victims head at the moment of agony.
Shogun	Abbreviated form of Sei-I-Tai Shogun ('barbarian subduing general'). The hereditary commander of the Japanese army who, until the revolution of 1867, exercised absolute rule under the nominal leadership of the emperor. The rank to which all Daimyo aspired.
Sohei	'Priest Soldiers'. Commonly known as warrior monks but some were thought to be non-ordained warriors recruited by the temples.
Taisho	General on the field of battle.
Tameshi Gusoku	Bullet tested armour. Sold with dents as proof of its effectiveness.
Wakizashi	Sword 30 to 61cm (1-2ft) long. Worn by both samurai (with a katana) and ashigaru.
Yari	Spears used as defensive weapons. The lengths varied depending on the individual Daimyo's preference but averaged around 5 metres.
Yoroi	Of the many armour types, this is the classic samurai armour which consisted mainly of the do (body armour), suneate (leg armour), tsurubashiri (breastplate), eboshi (cap), kabuto (helmet), sode (shoulder guards) and Hoate (face mask).

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